WARRIORS OF THE LOST EMPIRE

TEEN
T
CONTENT RATED BY
ESRB

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

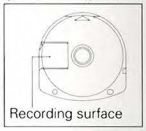
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

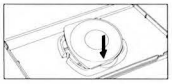
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.





Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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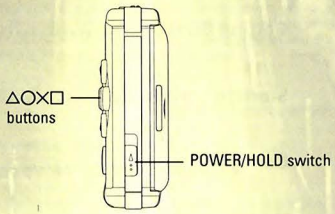
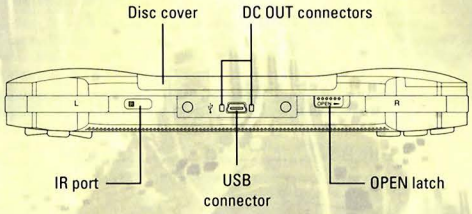
GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the **WARRIORS OF THE LOST EMPIRE**™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

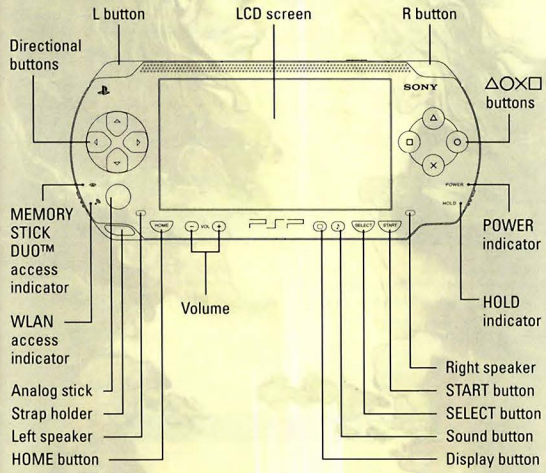
NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.
To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



WI-FI (WLAN) Features

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN).

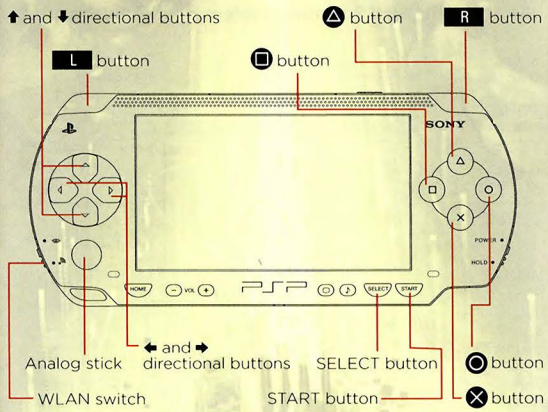
HINT: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless to an access point or router. This information is generally set in the access point or router using a PC.

You can adjust the network settings to allow connection to a wireless local area network (WLAN). **WARRIORS OF THE LOST EMPIRE**™ supports Ad Hoc mode only.

Ad Hoc Moc Mode: Ad Hoc Mode is a Wi-Fi feature that allows two or more individual PSP® systems to communicate directly with each other.

NOTE: You are responsible for Wi-Fi Fees.

CONTROLS



Basic Controls	
Analog stick	Move character
□ button	Weak attack
△ button	Strong attack
○ button	Pick up item Floor Movement
× button	Jump
L button	Open skill window
R button	Guard
R button Tap quickly	Dodge
↑ and ↓ directional buttons	Change belt item
← and → directional buttons	Move camera
START button	Display menu
SELECT button	Map

CONTROLS

Special Controls	
L button + □, △, ○, or × button	Use skill
R button + □ button	Throw item
R button + △ button	Use / place item
R button + ○ button	Switch main / sub weapon
R button + × button	Crouch
R button + × button +analog stick	Special Movement in indicated direction

Menu Controls	
↑ and ↓ directional buttons	Move cursor
← and → directional buttons	Move pages
L button, R button	Move tabs
□ button	Confirm detailed information
△ button	Remove equipment
○ button	Cancel
× button	Confirm
SELECT button	Sort selections

A note on saving

In order to play this game, you will need a Memory Stick Duo™ or a Memory Stick PRO Duo™ (sold separately). You can save your created character as game data. You will need at least 550 KB of free space in order to save your game data.

THE GAME SCREEN

1 : **Player character image**
Displays the face of the character you're controlling. It will begin flashing when your health is low.

2 : **Health gauge**
Displays your character's hit points (HP). When this gauge reaches zero, you'll automatically be returned to camp. You can use items or magic to restore the gauge.

3 : **Will power gauge**
Show your character's will power (WP). When you use skills, it'll decrease. If you don't have enough power in this gauge to use a skill, you won't be able to use that skill. It can be restored with the proper items, or it will restore automatically over time.

4 : **Experience gauge**
Displays the experience points (EXP) earned by the player. The gauge will fill up as you defeat enemies. When it reaches the maximum, your character will level up, and your HP and WP will be restored.

5 : **Belt slot**
Displays a list of the items equipped to a character's belt. Using the ⬆ and ⬇ directional buttons you can increase the display size of an item, and then use it. Also, when you pick up a belt item, it will be automatically placed in the belt if you have an empty slot.

THE FLOOR MAP

Floor Map Icons	
Floor	
Wall	
Player	
Ally player	
Enemy / NPC	
Trap (spiked floor or pillar)	
Moving trap (pendulm or press)	
Item box	
Entrance	
Stairs	
Warp	

6 : **Floor map**
Displays the basic map of the player's current surroundings.

7 : **Player Character**
This is the character the player is controlling. It is always displayed in the center of the screen.

8 : **Enemy character and health gauge**
A health gauge is displayed at your opponent's feet. The color will change from green to yellow and then red, depending on the enemy's remaining health. When the gauge reaches zero, then enemy will fall over and the gauge will disappear. When the enemy is affected with a negative status an icon will be displayed.

9 : **Ally character's image and health gauge**
Your ally character's face portrait and life gauge (only when playing co-operatively in Ad Hoc mode) will be displayed here. Keep a close eye on your ally's health and help them when needs be.

10 : **Ally player**
This is the players ally character, either controlled by the game, or by a friend in multiplayer.

11 : **Skill icon**
Displays your currently equipped skill. If you do not have the necessary amount of HP or WP the skill icon will become semi-transparent; when a skill is in use, the icon will flash. When affected with the "Fury" status affliction, you will not be able to use the skill; the skill icon will be replaced by an "X".

THE FLOOR MAP

12 : **Status affliction icon**
Will indicate any negative statuses currently affecting the player.

13 : **Enemy information**
Indicates the information of the last enemy character you hit with an attack.

14 : **Damage / recovery numbers**
Displays whenever your HP or WP changes. Typically, damage is displayed in white, critical damage is displayed in yellow, HP recovery is displayed in green and WP recovery is displayed in blue.

15 : **Dropped item name**
Displays the name of a dropped item; you can press the ◉ button to pick it up.

16 : **Combo Display**
Combo messages displayed are, from top to bottom: the number of hits you have scored in a set time, amount of cumulative damage scored in a set time, number of enemies killed in a set time and experience bonus earned. Hit combos start at two hits; kill combos start at two kills. The more kills you can chain onto a kill combo, the higher your experience bonus will grow.

MULTIPLAYER MODE

Using the PSP® (PlayStation®Portable)'s WLAN function (Ad Hoc mode), you can experience co-operative play with other players (Maximum two players).

Multiplayer Features
Before playing multplayer mode, make sure your WLAN switch is on and then select "Multiplayer" from the mode selection screen. However, you will not be able to use a save data that has not earned any medallions.

The difference between hosting and joining
After choosing "Multiplayer" you will be given the option of story mode or dungeon mode and if you will host a game or join another player. If you choose to join a game you will automatically begin searching for a PSP® you can connect with.

Notes on multiplayer mode

- Do not perform actions that would sever the connection (such as turning off the WLAN switch) during multiplayer play.
- When either player is saving the game, both players will have to wait.
- Warning: when you join a game you will not be able to save your story progress. You will, however, be able to save your earned items and experience points.
- When movie screens are played at the same time for both players, if either player press the ◉ button, the scene will be skipped and the gameplay will begin.
- If either player dies during the game, the player can be revived if the other player proceeds to the next floor or returns to the camp (if both players die, both players will automatically return to the camp).

GIFT BOX

Only when playing the co-operative mode using the WLAN function (Ad Hoc mode), can you trade items with the other player in this menu. You can save up to seven types of items, including belt items, weapons, ingredients or armor.

To send an item to the gift box, choose "Item Box" from the gift box menu and then choose "Send to Gift Box"

To take an item out of the gift box, choose "Gift Box" from the menu screen, select the item you want to take and press the ◉ button.

Warning: Items in the gift box cannot be saved. If you end the game after leaving items in the gift box, those items will be lost.

NOTES

NOTES

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The communications function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see http://www.scei.co.jp/psp-license/pspnet.txt

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LIMITATIONS

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If a UFO service representative is unable to solve the problem by phone, you will be provided with a Return Authorization Number. Record this number prominently on the outside packaging of your defective game merchandise, enclose your name, address, email and phone number along with the game itself, together with your sales receipt and UPC code within the 90-day warranty period to:

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Pomona, CA 91768

www.ufointeractivegames.com

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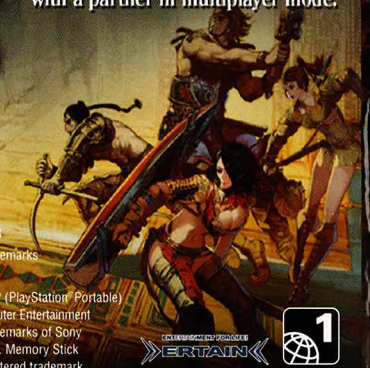
- Hack-N-Slash your way through catacombs filled with unspeakable horrors as you seek out the evil plaguing your kingdom.
- Craft and bind items to create hundreds of unique combinations that will enhance your weapons, armors, stats and more.
- Choose from four distinct characters, each with their own unique attributes, spells and techniques.
- Explore dungeons and swap items with a partner in multiplayer mode.



UMD
UNIVERSAL MEDIA DISC

1–2 Players | Memory Stick Duo™ 550 KB

Wi-Fi Compatible (Ad Hoc)(1–2 Players)

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